

Might and Magic® Classics

Reference Card for: Might and Magic® III, IV, V, and Swords of Xeen







Getting Started

At the main screen you will have the option of starting a new game or loading a saved game. Press **S** or click on "Start a New Game" to start a new game. If you are playing Might and Magic® IV or V, you will need to select your gaming preference: Adventurer, a less combat intensive game, or Warrior, the standard game. Once selected, the game mode cannot be changed, unless you start a new game. You will begin your adventure in town with a party of six fully-equipped characters. You can start playing immediately or go to the Tavern to create your own party of characters.


Press **L** or click on "Load a Saved Game" to load a saved game. A window will appear listing the names of all your saved games. Select the game you wish to load.

Control Panel


To bring up the Control Panel window, press the Tab key or click on the large gem at the bottom center of the Display Window. The available options are listed below:

-  **Effects:** Turns the sound effects on or off.
-  **Music:** Turns the music on or off.
-  **Load:** Allows you to load a saved game.
-  **Save:** Allows you to save the current game in its present location. The game is automatically saved when the party enters a tavern.
-  **Quit:** Quits Might and Magic® and returns to your operating system.
-  **Mr. Wizard:** Returns the party to safety and removes all the party's gems on hand.

Might and Magic® III

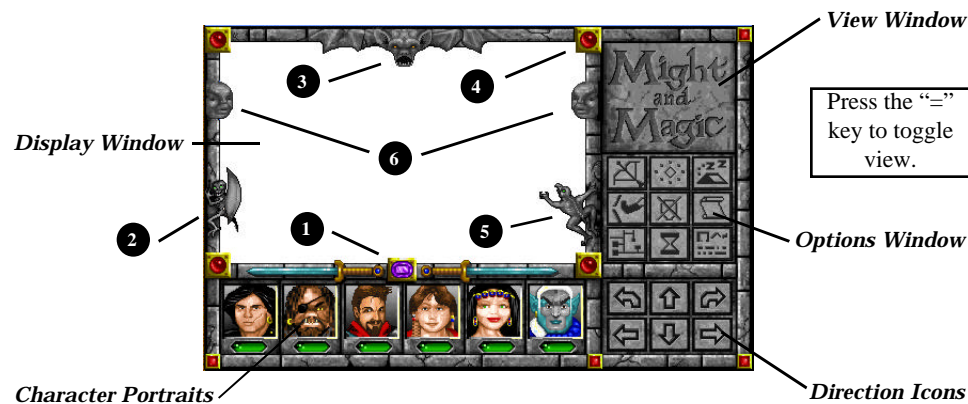
-  **Delay:** Allows you to set the text display delay from 0 to 9.

Might and Magic® IV and V

-  **Save as:** Allows you to save the current game in its present location with a different name.

Display Window: It is through the Display Window that you view the world of Might and Magic®. There are six elements of the Display Window that act as warning devices and indicators.

- 1 If one of the party members has the skill Direction Sense, the gem at the bottom of the Display Window will indicate the direction the party is facing. (Clicking the mouse pointer on this gem or pressing the **Tab** key brings up the Control Panel window.)
- 2 When the Levitate spell is in effect, the gargoyle on the lower left side of the Display Window flaps its wings.
- 3 If one of the party members has the skill Danger Sense, the bat at the top of the Display Window will move its mouth when the party is in danger of being attacked.
- 4 The four gems in the corners of the Display Window light up if there is any kind of protection spell active, such as Elemental Protection.
- 5 If one of the party members has the skill Detect Secret Passages, the gremlin on the lower right side of the Display Window waves its arm when a thin wall is directly in front of the party. Select Bash in the Options Window to open the secret passage.
- 6 When the Clairvoyance spell is in effect, these heads will give advice on "Yes/No" or "Who Will" questions.



The Might and Magic® Game Screen.

Character Portrait Window: Under each character portrait is a gem that changes color depending on the character's 'health.' The character's face changes expression depending on his or her 'condition.' If the gem or portrait changes, check the Character Screen by selecting the character you wish to view (F1-F6, or click on the character portrait). A yellow highlight appears around the portrait of the character being viewed. The spaces in this window can be filled with up to six characters (plus two hirelings in Might and Magic® III).

View Windows: If one character has the Cartography skill or the Wizard Eye spell is cast, an overhead view of the party's immediate surroundings appear in this area. The Cartography skill will only show where you have been. If both the skill and the spell are active, you may toggle between them by clicking here or pressing the '=' key.

Options Window: To select an option in this window, click the mouse pointer on the icon or press the keyboard equivalent.

Trading Items Between Characters

To trade between characters, select the item you wish to trade in the inventory screen by clicking on the item or by pressing its number and then press the function key (F1-F6) of the character you wish to give the item to.

Getting Around

To move through the world of Might and Magic®, use the arrow keys or the mouse pointer on the Direction Icons in the Display Window. The **Up** and **Down** arrow keys move the party forward and backward, and the **Left** and **Right** arrow keys turn the party left and right. Holding down the **Control** key while pressing the **Left** or **Right** arrow key side-steps the party without turning. Wait (pass) by pressing the **Space Bar** or **W**. This allows time to pass and monsters to advance. Time does not pass while turning left or right.

Important

Press the **SPACE BAR** or click on the display window to interact with an object. You must be in the same square as the object.

Important places

Scattered about the land are important places to visit that can be very helpful in character development:

Temple:	Heal and uncure characters.
Blacksmith:	Buy, sell, identify, and fix items.
Training Ground:	Train to increase a character's level.
Tavern:	Buy food, hear tips, create characters.
Guild:	Learn spells (with membership).
Bank:	Safely store excess gold and gems (and earn interest).

Mouse Users

You can use the mouse to perform any action in the game. When using the mouse, the left mouse button selects an option, and the right mouse button escapes from it.



Shoot: Party members with equipped missile weapons fire them straight ahead.



Bash: Attempts to knock down locked doors and thin walls that hide secret passages.



Automap: Displays the map of the current area. Only active if at least one character has the Cartography skill.



Quick Fight: Battles the opponent(s) using the current Quick Fight option setting.



Use: Allows a character to equip or remove items, or use an item's special ability.



Quick Fight Options: A party member may be set to attack, cast, block, or run.



Cast: To cast the readied spell select Cast again. To change the readied spell, select New again.



Dismiss: Returns any party member to the Tavern.



Information: Lists the date, time, and any active spells.

Combat Icons



Cast: Same as in adventuring mode.



Run: If successful, the highlighted party member will run to a safe location nearby.



Information: Same as adventuring mode.



Rest: Restores the party's hit points and spell points, provided there is at least one food for every member of the party.



View Quests: Displays the Current Quest items and notes.



Quick Reference: Displays the party's vital statistics, gold, gems, and food.



Attack: Attacks the targeted opponent with whatever weapon the character has equipped.



Block: The highlighted party member will attempt to block the opponent's next attack.



Quick Reference: Same as adventuring mode.

Might and Magic® Classics

Reference Card for: Might and Magic® I and II

Getting Started

At the main screen you will have the option of either Creating New Characters or Going to Town. If you wish to begin playing immediately, you can use the pre-generated characters by pressing 1 to Go to Town 1. Add the characters you want to have in your party by holding down CONTROL and pressing the Key Letter next to the character's name on the list of available characters. An @ will appear next to the character's name, marking him/her as a member of your party.

You can Create New Characters by pressing C at the main screen. You will need to select the character's class, race, alignment, sex, and name. All new characters start in Town 1.

Movement

To move through the world of Might and Magic®, use the arrow keys or the mouse pointer on the Direction Icons in the Display Window. The **Up** and **Down** arrow keys move the party forward and backward, and the **Left** and **Right** arrow keys turn the party left and right.

Important Places

Scattered about the land are important places to visit that can be very helpful in character development:

Temple:	Heal and uncurse characters.
Blacksmith:	Buy, sell, identify, and fix items.
Training Ground:	Train to increase a character's level.
Tavern:	Buy food, hear tips, create characters.

Order	O (MM1)	Rearranges the party order.
Protect	P	Displays current active spells on party.
Rest	R	Rests party overnight in current location.
Search	S	Find treasure or other hidden items.
Bash	B	Attempts to knock down a locked door.
Unlock	U	Attempt to pick the lock on a door.
Quick Reference	Q	Display a brief overview of the party.
View Character	#	Display Character Profile for that character.
Volume	V (MM1)	Turn game sound on and off.
Dismiss	D (MM2)	Lets you select a Hireling to dismiss.
Controls	C (MM2)	Select sounds, delay, and party disposition.
Map/Location	M (MM2)	Shows the map.

Encounter Commands

Attack	A	Takes you into combat.
Bribe	B	Attempt to buy the monsters off.
Retreat	R (MM1)	Attempt to flee from the monsters.
Surrender	S (MM1)	Attempt to surrender to the monsters.
Run	R (MM2)	Attempt to flee from the monsters.
Hide	H (MM2)	Like Run, but party stays in the same place.

Battle Commands

Attack	A	Attack first monster.
Fight	F	Attack any monster.
Exchange	E	Change position with another character.
Retreat	R	Attempt to retreat from combat.
Shoot	S	Fire a missile weapon.
Cast	C	Cast a combat spell.
Use	U	Activates power off of an item.
Block	B	Increase Armor Class for that round.
View	V (MM2)	View a characters profile.

Clerical Spells

Level 1	Spell Points
1. Awaken	1
2. Bless	1
3. Blind	1
4. First Aid	1
5. <i>Light</i>	1
6. Power Cure	1* + 1 Gem
7. Protection from Fear	1
8. Turn Undead	1
Level 2	
1. Cure Wounds	2
2. Heroism	2 + 1 Gem
3. Pain	2
4. Protection from Cold	2
5. Protection from Fire	2
6. Protection from Poison	2
7. Silence	2
8. Suggestion	2
Level 3	
1. <i>Create Food</i>	3 + 1 Gem
2. Cure Blindness	3
3. Cure Paralysis	3
4. <i>Lasting Light</i>	3
5. Produce Flame	3
6. Produce Frost	3
7. <i>Remove Quest</i>	3
8. <i>Walk on Water</i>	3 + 1 Gem
Level 4	
1. <i>Cure Disease</i>	4
2. <i>Neutralize Poison</i>	4
3. Protection from Acid	4
4. Protection from Electricity	4
5. <i>Restore Alignment</i>	4 + 2 Gems
6. Summon Lightning	4
7. Super Heroism	4 + 2 Gems
8. <i>Surface</i>	4 + 2 Gems
Level 5	
1. Deadly Swarm	5
2. Dispel Magic	5
3. Paralyze	5
4. Remove Condition	5 + 3 Gems
5. Restore Energy	5 + 3 Gems
Level 6	
1. Moon Ray	6 + 4 Gems
2. Raise Dead	6 + 4 Gems
3. <i>Rejuvenate</i>	6 + 4 Gems
4. Stone to Flesh	6 + 4 Gems
5. <i>Town Portal</i>	6 + 4 Gems
Level 7	
1. Divine Intervention	7 + 10 Gems
2. Holy Word	7 + 5 Gems
3. Protection from Elements	7 + 5 Gems
4. <i>Resurrection</i>	7 + 5 Gems
5. Sun Ray	7 + 5 Gems

Sorcerer Spells

Level 1	Spell Points
1. Awaken	1
2. <i>Detect Magic</i>	1
3. Energy Blast	1* + 1 Gem
4. Flame Arrow	1
5. Leather Skin	1
6. <i>Light</i>	1
7. <i>Location</i>	1
8. Sleep	1
Level 2	
1. Electric Arrow	2
2. Hypnotize	2
3. Identify Monster	2 + 1 Gem
4. <i>Jump</i>	2
5. <i>Levitate</i>	2
6. Power	2
7. Quickness	2
8. Scare	2
Level 3	
1. Fire Ball	1* + 1 Gem
2. <i>Fly</i>	3
3. Invisibility	3 + 1 Gem
4. Lightning Bolt	1* + 1 Gem
5. Make Room	3
6. Slow	3
7. Weaken	3 + 1 Gem
8. Web	3
Level 4	
1. Acid Arrow	4
2. Cold Beam	4
3. Feeble Mind	4 + 2 Gems
4. Freeze	4
5. <i>Guard Dog</i>	4
6. Psychic Protection	4 + 2 Gems
7. Shield	4 + 2 Gems
8. Time Distortion	4 + 2 Gems
Level 5	
1. Acid Rain	5
2. Dispel Magic	5
3. Finger of Death	5 + 3 Gems
4. <i>Shelter</i>	5 + 3 Gems
5. <i>Teleport</i>	5 + 3 Gems
Level 6	
1. Dancing Sword	6 + 4 Gems
2. Disintegration	6 + 4 Gems
3. <i>Etherealize</i>	6 + 4 Gems
4. Protection from Magic	6 + 4 Gems
5. <i>Recharge Item</i>	6 + 4 Gems
Level 7	
1. <i>Astral Spell</i>	7 + 5 Gems
2. <i>Duplication</i>	7 + 100 Gems
3. Meteor Shower	7 + 5 Gems
4. Power Shield	7 + 5 Gems
5. Prismatic Light	7 + 5 Gems

Clerical Spells

Level 1	Spell Points
1. Apparition	1
2. Awaken	1
3. Bless	1
4. First Aid	1
5. <i>Light</i>	1
6. Power Cure	1* + 1 Gem
7. Turn Undead	1
Level 2	
1. Cure Wounds	2
2. Heroism	2 + 1 Gem
3. <i>Nature's Gate</i>	2
4. Pain	2
5. Protection from Elements	2 + 1 Gem
6. Silence	2
7. Weaken	2 + 1 Gem
Level 3	
1. Cold Ray	3 + 2 Gems
2. <i>Create Food</i>	3 + 2 Gems
3. Cure Poison	3
4. Immobilize	3
5. <i>Lasting Light</i>	3
6. <i>Walk on Water</i>	3 + 2 Gems
Level 4	
1. Acid Spray	4 + 3 Gems
2. <i>Air Transmutation</i>	4 + 3 Gems
3. Cure Disease	4
4. <i>Restore Alignment</i>	4 + 3 Gems
5. <i>Surface</i>	4
6. Holy Bonus	4 + 3 Gems
Level 5	
1. Air Encasement	5 + 5 Gems
2. Deadly Swarm	5 + 5 Gems
3. Frenzy	5 + 5 Gems
4. Paralyze	5 + 5 Gems
5. Remove Condition	5 + 5 Gems
Level 6	
1. <i>Earth Transmutation</i>	6 + 6 Gems
2. <i>Rejuvenate</i>	6 + 6 Gems
3. Stone to Flesh	6 + 6 Gems
4. Water Encasement	6 + 6 Gems
5. <i>Water Transmutation</i>	6 + 6 Gems
Level 7	
1. Earth Encasement	7 + 7 Gems
2. Fiery Flail	7 + 7 Gems
3. Moon Ray	7 + 7 Gems
4. Raise Dead	7 + 7 Gems
Level 8	
1. Fire Encasement	8 + 8 Gems
2. <i>Fire Transmutation</i>	8 + 8 Gems
3. Mass Distortion	8 + 8 Gems
4. <i>Town Portal</i>	8 + 8 Gems
Level 9	
1. Divine Intervention	10 + 20 Gems
2. Holy Word	10 + 10 Gems
3. <i>Resurrection</i>	10 + 10 Gems
4. <i>Uncurse Item</i>	10 + 50 Gems

Sorcerer Spells

Level 1	Spell Points
1. Awaken	1
2. <i>Detect Magic</i>	1
3. Energy Blast	1* + 1 Gem
4. Flame Arrow	1
5. <i>Light</i>	1
6. <i>Location</i>	1
7. Sleep	1
Level 2	
1. <i>Eagle Eye</i>	2*
2. Electric Arrow	2
3. Identify Monster	2 + 1 Gem
4. <i>Jump</i>	2
5. <i>Levitate</i>	2
6. <i>Lloyd's Beacon</i>	2 + 1 Gem
7. Protection from Magic	1* + 1 Gem
Level 3	
1. Acid Stream	1* + 2 Gems
2. <i>Fly</i>	3
3. Invisibility	3
4. Lightning Bolt	1* + 2 Gems
5. Web	3 + 2 Gems
6. <i>Wizard Eye</i>	3* + 2 Gems
Level 4	
1. Cold Beam	1* + 3 Gems
2. Feeble Mind	4 + 3 Gems
3. Fire Ball	1* + 3 Gems
4. <i>Guard Dog</i>	4
5. Shield	4
6. Time Distortion	4 + 3 Gems
Level 5	
1. Disrupt	5 + 5 Gems
2. Finger of Death	5 + 5 Gems
3. Sand Storm	2* + 5 Gems
4. <i>Shelter</i>	5
5. <i>Teleport</i>	5
Level 6	
1. Disintegration	6 + 6 Gems
2. Entrapment	6 + 6 Gems
3. Fantastic Freeze	2* + 6 Gems
4. <i>Recharge Item</i>	6 + 6 Gems
5. Super Shock	2* + 6 Gems
Level 7	
1. Dancing Sword	3* + 7 Gems
2. <i>Duplication</i>	7 + 100 Gems
3. <i>Etherealize</i>	7 + 7 Gems
4. Prismatic Light	7 + 7 Gems
Level 8	
1. Incinerate	3* + 10 Gems
2. Mega Volts	3* + 5 Gems
3. Meteor Shower	8 + (1*Mon) + 8 Gems
4. Power Shield	8 + 8 Gems
Level 9	
1. Implosion	10 + 10 Gems
2. Inferno	3* + 10 Gems
3. Star Burst	(10+ Mon) + 20 Gems
4. <i>Enchant Item</i>	(50*+) + 50 Gems

* = Per level of experience; **Combat Spells** / *Non-Combat Spells* / Anytime